

A decorative graphic on the left side of the slide, consisting of a network of light blue lines and circles of varying sizes, resembling a circuit board or a neural network, set against a dark blue background.

# WORKING WITH THE LINUX KERNEL IN THE YOCTO PROJECT

SEAN HUDSON

EMBEDDED LINUX ARCHITECT

# BIO

- Developing software for embedded devices since 1996
- Started using Linux in 1999 to create a NAT router for my DSL internet connection
- Developing embedded Linux devices professionally since 2006
- In the OSS world, I am Member Emeritus of the YP Advisory Board, a member of the OpenEmbedded Board, and part of the [devicetree.org](http://devicetree.org) Technical Steering Committee

# PRESENTATION OUTLINE

- Project advertising 😊
- Disclaimer
- Some Basics
- Important BitBake Kernel Tasks
- Basic Developer Workflows
- Live Example
- Additional Observations/Recommendations
- Questions



## See a Yocto Project presentation today!

### MONDAY

2:00pm	Pavilion West	Working with the Linux Kernel in the Yocto Project - Sean Hubson
3:00pm	Grand Ballroom 1	OpenEmbedded/Yocto on RISC-V - Khem Raj, Comcast

### TUESDAY

10:50am	Pavilion East	Comparing and Contrasting Embedded Linux Build Systems and Distributions - Drew Moseley, Mender.io
11:50am	Pavilion East	BoF: Yocto Project & OpenEmbedded - Jeffrey Oster-Mixon, Intel
11:50am	Pavilion West	Speeding your Linux Development with Debian and OpenEmbedded on DragonBoard 410c - Mark Charlebois, Qualcomm
3:00pm	Pavilion East	Real-World Yocto: Getting the Most out of Your Build System - Stephane Carola, Intel
4:20pm	Pavilion West	poky-tiny and Beyond, or Trying to put the Yocto in Yocto Project - Scott Murray, Konsulko

### WEDNESDAY

11:05am	Broadway III	Learn Bitbake with Yocto Project - Tom King, Linux Foundation (E-ALE) (2hrs)
3:00pm	Grand Ballroom 1	Living on Master: Using Yocto Project, Jenkins and LAVA for a Rolling Release - Tim Orling, Intel
3:30pm	Galleria North	DIY Connected IoT Products using Open Source Software - Alan Bennett & Tyler Baker, Open Source Foundries
4:30pm	Grand Ballroom 1	Building Images with Yocto Project - Tim Orling, Intel (E-ALE) (2hrs)

### THURSDAY

all day	offsite	Yocto Project Developer Day, sponsored by Mentor Graphics - sign up now!
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# YOCTO PROJECT DEVELOPER DAY

- The Yocto Project is happy to announce Yocto Project Developer Day taking place at Mentor Graphics, Wilsonville Oregon, USA, on March 15th, 2018. This is the day following the Embedded Linux Conference being held at the Hilton in downtown Portland Oregon, so make your plans to leave a day later and learn more about Yocto Project's open source, high-quality infrastructure and tools. (Note that this venue is a 40 minute, complimentary bus ride from the ELC venue.)
- **Date:** Thursday, March 15  
**Time:** 9:00am – 5:00pm  
**Location:** Mentor Graphics ([8005 Boeckman Road, Wilsonville, Oregon, 97070](#)) \*  
\* Transportation will be provided from the Portland Hilton. Please plan to meet at 7:45am in the hotel lobby.
- **Registration Cost:**  
Late Registration: \$249 (March 1 – Event)
- <https://www.yoctoproject.org/learn/yocto-project-dev-day-north-america-2018/>

# YOCTO PROJECT BOOTH

- Talk to key developers and maintainers
- Get more information about other sessions
- Get more information about the Yocto Project Developer Day
- Get some free swag!
- Chance to win a free copy of Rudi's book

# DISCLAIMER

- There is more to this topic than I can possibly present in this session. So, I am only going to give a quick survey. For more depth, I strongly encourage developers to attend a [Yocto Project Developer Day](#), read the excellent [project documentation](#) (Thanks Scott Rifenbark!), check out [“Embedded Linux Systems with the Yocto Project” by Rudi Streif](#).



# SOME BASICS



# NEEDED KERNEL INFORMATION

- In order to build a kernel, you will need the usual suspects:
  - Kernel source (with any patches)
  - Kernel .config
- In addition, you will need a recipe (metadata) to integrate into the build system

# CLASSES OF KERNELS TO CONSIDER

- Linux-yocto kernels
  - These are kernels that work with the linux-yocto kernel tooling
- Traditional
  - These are kernels that are already available in meta-data layers, but do not use the linux-yocto tooling
- New
  - Kernel source from \*somewhere\*, most likely a semi
  - No specific tooling related to the Yocto Project

# A BIT MORE ON LINUX-YOCTO KERNELS

- The Yocto Project maintains kernels and a set of tooling that facilitate supporting multiple platforms with a common kernel
- One of the key benefits comes from kernel configuration management
- These tools allow the developer to use 'configuration fragments' to control specific kernel options
- This is accomplished by following a specific git structure that enables the tooling to find and assemble a complete configuration for a kernel
- This feature is highly configurable and, therefore, highly complex to setup
- Luckily, the Yocto Project maintains several of these kernels for you

# EXAMPLE RECIPE TO ADD A KERNEL TO THE BUILD

- Simplest approach just adds the kernel source and configuration into the build
- Relies on the kernel.bbclass
- Trimmed down, real world example\*

```
SECTION = "kernel"
```

```
DESCRIPTION = "Linux kernel for TI devices"
```

```
LICENSE = "GPLv2"
```

```
LIC_FILES_CHKSUM = file://COPYING;md5=d7810fab7487fb0aad327b76f1be7cd7
```

```
inherit kernel
```

```
S = "${WORKDIR}/git"
```

```
SRC_URI += "git://git.ti.com/ti-linux-kernel/ti-linux-kernel.git;protocol=git; \  
file://defconfig"
```

\* - from meta-ti/recipes-kernel/linux/linux-ti-staging\_4.14.bb

# BOILING IT DOWN TO BASIC STEPS

- Add the kernel source and configuration into the cross build (recipe)
- Verify your build
- Start making changes to the source and to the configuration
- Capture the changes

# GENERAL: CAPTURING CHANGES

- How you capture changes influences recipe creation and vice-versa
- When capturing your changes you will need to decide where you want maintain them. As with all recipes, you can store the changes as a set of patches in the layer or as a revision in your VCS, which is usually git. This applies to both the kernel source itself, the kernel configuration, and the device tree source.
- Personally, I find that keeping more than a handful of patches in the layer becomes cumbersome and I prefer to keep as much as possible in git

The background is a blue gradient. In the four corners, there are white line-art illustrations of circuit traces and nodes, resembling a printed circuit board layout.

# IMPORTANT BITBAKE KERNEL TASKS

## A QUICK SAMPLING OF BITBAKE KERNEL TASKS

```

Initialising tasks: 100% (#####) Time: 0.00/00
NOTE: Executing RunQueue Tasks
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_build
Default task for a recipe - depends on all other normal tasks required to 'build' a recipe
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_buildclean
Call 'make clean' or equivalent in /home/shudson/builds/build01/tmp/work/gemux86-poky-linux/yocto/4.10.17-glibc99-r0/linux-yocto-4.10.17-glibc99/
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_buildramdisk
Combines an initial ramdisk image and kernel together to form a single image
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_checkuri
Validates the SRC_URI value
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_checkuriall
Validates the SRC_URI value for all recipes required to build a target
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_clean
Removes all output files for a target
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_cleanall
Removes all output files, shared state cache, and downloaded source files for a target
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_cleanstate
Removes all output files and shared state cache for a target
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_compile
Compiles the source in the compilation directory
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_compile_kernelsmodules
Compiles loadable modules for the linux kernel
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_configure
Configures the source by enabling and disabling any build-time and configuration options for the software being built
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_deploy
Writes deployable output files to the deploy directory
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_devpyshell
Starts an interactive Python shell for development/debugging
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_devshell
Starts a shell with the environment set up for development/debugging
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_diffconfig
Compares the old and new config files after running do_menuconfig for the kernel
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_fetch
Fetches the source code
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_fetchall
Fetches all remote sources required to build a target
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_install
Copies files from the compilation directory to a holding area
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_kernel_link_images
Creates a symbolic link in arch/arch/boot for vmlinux and vmlinux kernel images
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_kernel_metadata
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_kernel_version_sanity_check
lists all defined tasks for a target
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_menuconfig
Runs 'make menuconfig' for the kernel
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_package
Analyzes the content of the holding area and splits it into subsets based on available packages and files
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_package_qa
Runs QA checks on packaged files
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_package_write_rpm
Creates the actual RPM packages and places them in the Package Feed area
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_packagedata
Creates package metadata used by the build system to generate the final packages
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_populate_lic
Writes license information for the recipe that is collected later when the image is constructed
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_populate_sysroot
Copies a subset of files installed by do_install into the sysroot in order to make them available to other recipes
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_prepare_recipe_sysroot
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_savedefconfig
Creates a minimal linux kernel configuration file
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_shared_workdir
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_sizecheck
Checks the size of the kernel image against KERNEL_IMAGE_MAXSIZE (if set)
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_strip
Strips unneeded sections out of the linux kernel image
linux-yocto-4.10.17-glibc99-r0 do_listtasks: do_unpack
Unpacks the source code into a working directory
NOTE: Tasks Summary: Attempted 1 tasks of which 0 didn't need to be rerun and all succeeded.
BITBAKE SHELL-(1)-build01 [

```



# IMPORTANT BITBAKE TASKS TO NOTE

- Bitbake provides a wrapper around the menuconfig target
  - e.g. `bitbake -c menuconfig virtual/kernel`
- Executes the kernel make target of the same name
- **Important Considerations:**
  - **This requires an existing configuration to start the process**
    - To get an initial `.config`, execute “`bitbake -C kernel_configme virtual/kernel`”
  - **This modifies the `.config` in the working source tree directly**
    - Make sure to capture these changes as subsequent fetches will overwrite your changes!

## IMPORTANT BITBAKE TASKS TO NOTE (2)

- After executing menuconfig, which modifies the .config directly in the workdir, you should use the '-C' variant for the compile step. This tells Bitbake to invalidate the SSTATE cache and re-runs the task.
- bitbake virtual/kernel -C compile

## IMPORTANT BITBAKE TASKS TO NOTE (3)

- Bitbake provides a wrapper around the diffconfig kernel script
- `bitbake -c diffconfig` (pay attention to where the output goes)
  - Wraps the kernel script of the same name
  - This generates a delta set of `.config` settings against the 'baseline'
- Same considerations apply as to the 'menuconfig' task

The background is a blue gradient with white circuit-like lines in the corners. These lines consist of small circles connected by straight lines, resembling a stylized circuit board or network diagram.

# CREATING/INTEGRATING CHANGES AKA BASIC DEVELOPER WORKFLOWS

# STARTING FROM AN EXISTING KERNEL RECIPE

- Congratulations, you're most of the way home!
- Create a new layer with a `.bbappend` for your selected kernel
  - I suggest using 'yocto-layer create' to create a skeleton\*
- If your kernel source and recipe support yocto-kernel tools, then create config fragments with the `diffconfig` command and incorporate them into your layer
- If your kernel does *\*not\** support the yocto-kernel tools, then use `menuconfig` to create a new configuration and copy it to your layer
- Create patches for your kernel, add them to the layer, and add them to the recipe in the normal manner (more on this in a moment)

\* - As was pointed out during the live presentation, "yocto-layer" has been deprecated since Pyro.

# STARTING WITH A NEW KERNEL

- Go through the steps to add a kernel recipe to the build system (see simple example recipe above)
- Don't forget to add your new kernel to your local.conf so it gets used!
  - `PREFERRED_PROVIDER_virtual/kernel ?= "linux-my-new-kernel"`
- From there the steps are the same as on the previous slide

# CREATING KERNEL PATCHES

- Multiple methods to choose from to create patches
  - Work in the workdir directly
    - Easiest to get to by using the “*bitbake virtual/kernel -c devshell*”
    - Be careful with this as you can lose work
  - Work with your source directly in another tree
    - You will not lose work accidentally from bitbake, but can be cumbersome
    - Since you’re working in a VCS system...
      - You can generate patches, e.g. `git format-patch`
    - Syncing patches can be a pain
  - Devtool workflow

# DEVTOOL

- A command-line tool that makes it easier to build, test, and package components in a Yocto Project build environment
- devtool creates a temporary workspace layer and adds it automatically into your `bblayers.conf`
- In that layer, you can work with live source, modify it, generate patches, if desired, and easily incorporate them back into your build layers
- It works well with the kernel and, once you have a recipe in place, you can easily setup a new workspace
  - 'devtool modify virtual/kernel' \*
- Note: when you use 'devtool modify', it will automatically run the 'kernel\_configme' task



# CAPTURING KERNEL PATCHES

- The kernel source can in several forms: tarball, VCS (git), etc
- The form of the source chosen strongly influences the best way to capture patches
- General patterns
  - If your kernel recipe pulls a source tarball, it is generally easiest to capture patches directly into your layer
  - If your kernel recipe pulls from a VCS, create your patches directly in the VCS and update the recipe to track changes, as desired

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# SIMPLE, LIVE EXAMPLE

LET'S WORK THROUGH A SIMPLE

# ADDITIONAL OBSERVATIONS/RECOMMENDATIONS

- Most developers start with a kernel provided by the semi or board manufacturer
- Take the path of least resistance!
  - For kernels that use the yocto-kernel tooling, use config fragments
  - For other kernels, use the basic template to keep things simple
- If you are going to maintain a kernel across multiple platforms, investing time to make your kernel work with the yocto-kernel tooling is worth it.
- Personally, I've found that working against a git repository and using devtool, I minimize the amount of overhead associated with regular builds.
- The tooling continues to improve with every release. So, keep checking to see what's changed!



QUESTIONS?

# ADDITIONAL RESOURCES

- Yocto Project Developer's Day 2013 - Working with the Kernel
  - <https://www.youtube.com/watch?v=rSaU091gcW8>
- Customize your Mainline or LTSI Linux Kernel Using the Yocto Project
  - ELCE 2015
  - <https://www.youtube.com/watch?v=ZwwPuJwcHNM>
- Yocto Project Linux Kernel Development Manual
  - <https://www.yoctoproject.org/docs/latest/kernel-dev/kernel-dev.html>